

**NORCO GIRLS SOFTBALL  
2025 GROUND RULES**

Norco Girls Softball  
2834 Hamner Ave  
P.O. Box #126  
Norco, CA. 92860

**GENERAL GROUND RULES**

- A. All participants in NGS practices and games (i.e. Players) must be registered with NGS for that season.
- B. Home team will occupy the third 3<sup>rd</sup> base dugout.
- C. A team may start a game with eight (8) Players. Failure to do so at game time will result in forfeiture. **No games will be rescheduled at the request of a Coach or Manager.** The only games rescheduled will be games postponed due to inclement weather, other acts of nature, or at the Board's discretion.
- D. All teams will bat their entire roster. A Player arriving late for a game may be added to the bottom of the batting order without penalty. Should any Player become injured and have to leave a game, there will be no penalty and that Player shall be deleted from the team line-up. A Player having to leave early for any other reason can be deleted from the batting order without penalty, providing the minimum number of Players (8) is still met.
- E. The length and score limitations of innings by division is as follows:
  - a. 6U Divisions: one half (1/2) inning shall consist of either three (3) outs or five (5) runs scored regardless of the number of team members.
  - b. 8U Division: one half (1/2) inning typically consists of either three (3) outs or three (3) runs scored. However, the "One Up Rule" shall be applied so that teams on offense may score up to three (3) runs or one (1) run greater than the current deficit, whichever is greater.
  - c. 10U Division: one half (1/2) inning typically consists of either three (3) outs or five (5) runs scored; however, the "Five Up Rule" shall be applied so that teams on offense may score up to five (5) runs more than the total number of runs their opponent has scored at that time.
  - d. 12U and 14U/HS Divisions: one half (1/2) inning typically consists of either three (3) outs or six (6) runs scored; however, the "Six Up Rule" shall be applied so that teams on offense may score up to six (6) runs more than the total number of runs their opponent has scored at that time.
- F. A complete game consists of seven (7) innings or the time limit per division as follows:
  - a. 6U Division: one (1) hour and fifteen (15) minutes drop dead.
  - b. 8U Division: one (1) hour and fifteen (15) minutes no new inning and one (1) hour and thirty (30) minutes drop dead and revert back.
    - i. Revert back: If the home team is losing and up to bat as time expires, the score shall revert back to the previous completed inning. If the visiting team is winning and batting as time expires, the score shall also revert back to the last completed inning. If the home team is winning or tied and batting as time expires, there is no revert back and the game

is considered complete.

- c. 10U, 12U, and 14U/HS Division: one (1) hour and twenty (20) minutes no new inning.
  - d. Mercy rule for all divisions: fifteen (15) runs after three (3) innings, twelve (12) runs after four (4) innings, and eight (8) runs after five (5) innings.
- G. The game time starts as directed by the Umpire. The Umpire is the official timekeeper.
- H. The field will be set up according to each division as follows:
- a. 6U Division: the pitching plate shall be a distance of thirty feet (30') from the back of home plate; bases are sixty feet (60') apart from one another.
  - b. 8U Division: the pitching plate shall be a distance of thirty feet (30') from the back of home plate; bases are sixty feet (60') apart from one another.
  - c. 10U Division: the pitching plate shall be a distance of thirty-five feet (35') from the back of home plate; bases are sixty (60') feet apart from one another.
  - d. 12U Division: the pitching plate shall be a distance of forty feet (40') from the back of home plate; bases are sixty feet (60') apart from one another.
  - e. 14U/HS Division: the pitching plate shall be a distance of forty-three feet (43') from the back of home plate; bases are sixty feet (60') apart from one another.
- I. The official game ball according to each division will be as follows:
- a. 6U and 8U Divisions: a ten-inch (10") Worth Soft Dot (optic yellow) ball or approved equal.
  - b. 10U Division: an eleven inch (11") Worth Riff (optic yellow) ball.
  - c. 12U and 14U/HS Divisions: a twelve inch (12") Worth Dream Seam C12RYLA (optic yellow) ball.
- J. Batting helmets shall be worn by all offensive Players while on the field, including practices. Batting helmets shall be of a design approved under USA Softball rules. Face masks are required on all helmets. All Players must wear a helmet in the bullpen excluding the pitcher.
- K. For League play, softball bats require the USA Softball stamp and must bear the USA Softball certification mark. A metal bat should be free of burrs and cracks and shall not have exposed rivets, pins, rough or sharp edges, or any form of exterior fastener that would present a hazard. Please refer to the ASA list of non-approved bats.
- L. All catchers are required to wear protective equipment, including during warmups, which consists of a catcher's mask, chest protector, shin guards, and helmet as approved by the League. Refusal will constitute an illegal Player.
- M. All appeals and protests will be handled according to USA Softball Rules and NGS Bylaws.
- N. There shall be no DP/Flex in NGS.
- O. Pitchers are subject to pitch restrictions according to their division as follows:

- a. 8U Division: Pitchers are eligible to pitch up to nine (9) outs per game.
  - b. 10 Division: Pitchers are eligible to pitch up to twelve (12) outs per game.
  - c. 12U and 14U/HS Division: Pitchers are not subject to any pitch restrictions.
  - d. A pitcher throwing a pitch beyond the stated pitch restrictions will constitute forfeit of the game for that team.
  - e. For innings in which less than three (3) outs were recorded (ex. the batting team scored their run limit), the team's last pitcher is charged with the outs that did not occur.
  - f. Pitch count restrictions apply to all in-season and playoff games.
- P. League standings are determined by overall record during the season and by League-approved tournament results at the end of the season. For teams tied in the standings during the season, tie-breakers are settled using the sequential steps as follows:
- a. Winning Percentage
  - b. Head-To-Head
  - c. Head-To-Head Differential
  - d. Total Runs For
  - e. Total Runs Against
  - f. Total Runs Differential
  - g. Lowest Number of Forfeits
  - h. Coin Toss
- Q. Games tied at the end of regulation during the season are considered a tie. Games tied at the end of regulation in the playoffs shall be continued under the USA Softball International Tie Breaker rule until one team wins.
- R. NGS will play by the USA Softball pitching rules for the current year.
- S. A team may borrow up to three (3) substitute Players from other teams in a single game, not to exceed nine (9) total Players for any game in which at least one substitute Player is used. Conditions apply to the use of substitute Players as follows
- a. A team that has six (6) Players less than the roster must forfeit the game.
  - b. Players can only substitute for the division in which they are registered in or up.
  - c. Borrowed Players can only play the outfield
  - d. Borrowed Players must bat at the end of the line up.
  - e. Substitute Players cannot be added once a game has started.

- f. Players may sign up to be substitute Players at evaluations or throughout the season. Any use of substitute Players must be reported to the Player Agent for that division. No Player can be a substitute Player for the same team more than twice in one season.
- T. In the event of a forfeit the final score will be recorded 7-0

### **MANAGER AND COACH RULES**

- A. Criteria for selection of Coaches and Managers:
  - a. Quality of prior experience.
  - b. Willingness coupled with sensitivity to the girls' needs.
  - c. As mandated by the Board, coaches shall attend assigned clinics.
- B. Managers and Coaches must see that their Players stay in the dugout at all times when not on the playing field.
- C. The selection of Managers and Coaches must avoid any unfair distribution of Player talent, especially pitching ability.
- D. There is to be no consumption of alcoholic beverages or tobacco products/Vape/E-cigarette in the dugout or on the field. Managers and Coaches shall not consume any alcohol while they are responsible for NGS girls.
- E. Only Managers, Coaches, and Team Parents that are background checked are allowed in the dugout with the Players.
- F. The Manager of the home team for the first game played on each field is responsible for watering, dragging, and lining the field prior to the start of gameplay. The Manager of the home team for the last game played on each field is responsible for taking bases, clocks, and tools to the proper storage area and watering the field after the last game of the day on that field.
- G. The Manager for each team will ensure that the team cleans their own dugout, bleachers, and surrounding areas after each game. The Board Member on Duty is responsible for inspecting all areas before the Manager can leave. Failure to comply shall result in a one game suspension of the Manager or forfeit the next league game.
- H. All jewelry must be removed before game time. Combs, brushes, electronic devices (with the exception of a medical device), and other personal items must be removed from all Players' pockets for the duration of the game. Said items shall be considered illegal equipment and shall be removed from the game.
- I. Any person violating conduct rules as stated in the bylaws may be expelled from a game by the Umpire or the Board Member on Duty.
- J. The home team will serve as the official scorekeeper for each game. Managers are responsible for reporting scores to the League in a timely manner using the methods communicated out to them by the Board. Managers failing to report a score through the proper methods in a timely manner may cause forfeiture of game for their team.
- K. Pitching changes, Players entering the defensive line-up from the bench, and Players leaving the game because of injury shall be verbally announced by the Manager to the Umpire and the Official Scorekeeper

and to a Scorekeeper for the opposing team (if applicable). Failure to do so constitutes an illegal Player. Players may be moved from one defensive position to another without notification, except for pitching changes.

**Player AGENT RULES**

- A. Player Agents are responsible for the draft being conducted according to NGS Bylaws.
- B. Players who register after the draft are distributed accordingly by the Registration Coordinator in collaboration with Player Agent and two (2) other Board members not directly affiliated with the division. Distribution of Players who are late registrants is done with the intention of creating the most parity for that division. Player Agents will notify the Player and the Manager of the team once the Player has been assigned. Managers, Coaches, and Player Agents are prohibited from attempting to manipulate the placement of late registrants.
- C. Player Agents shall be responsible for monitoring the activities of the All-Star team of their respective division and report to the Executive Committee as needed or requested.

See Appendix A for 6U division supplementary rules

See Appendix B for 8U division supplementary rules

## APPENDIX A: 6U DIVISION SUPPLEMENTARY RULES

### ***PLAYING FIELD***

- A. A 10-foot chalk arc shall be extended from the first baseline to the third baseline. If a hit ball does not pass this line, it shall be considered a foul ball.
- B. A chalk circle approximately 8' in diameter shall be laid surrounding the pitching plate.
- C. A chalk line will be placed halfway between all bases except between home and first.

### ***GAME***

- A. Game time shall be one (1) hour fifteen (15) minutes drop dead.
- B. Each team will bat the entire roster.
- C. A Manager or Coach shall pitch up to four (4) pitches to each batter from the pitching plate. If the batter fails to hit a ball in play after those four (4) pitches, the batter shall hit off the tee until they put a ball in play. A batter who hits off the tee shall advance only one base. A batter who hits a foul ball off their fourth (4th) pitch receives an additional pitch; if the batter does not hit a fair ball at that point, the batter shall hit off the tee until they put a ball in play.
- D. There shall be no advancement to first base on a hit-by-pitch or a base-on-balls.
- E. All teams must use a continuous batting order.
- F. The score for a game is not officially recorded but outs and runs are monitored to limit a half-inning to three (3) outs or five (5) runs scored.
- G. A T-Ball (baseball) bat will be allowed in this division only.

### ***BASE RUNNERS***

- A. Once a ball is hit fair, the runners may advance until the ball crosses the plane of the pitcher's circle as long as the pitcher has one foot in the circle, at which time a play is considered dead.
- B. Runners who have crossed the halfway marker between bases before a play is considered dead shall advance to the next base. Runners who have not crossed the halfway marker before a play is considered dead must return to the previous base.
- C. Runners must return to the starting base on a foul ball.
- D. A ball thrown out of play shall stop action, at which time a play is considered dead.
- E. Only one (1) base is allowed once a ball is overthrown to first base, regardless of whether or not the ball remains in fair territory.
- F. If an out is made on a runner by the defensive team, the runner shall be removed from the playing field.
- G. Base runners cannot leave their base until the ball is hit and can only advance to home on a hit ball.

### ***PLAYERS***

- A. No more than ten (10) Players are used on defense at any time (six on the infield and four in the outfield). There is open substitution on defense throughout each game with all batters batting. No Player will sit consecutive innings.
- B. All Players shall be rotated defensively to learn different positions.
- C. All defensive Players must stay behind the plane of the pitching plate prior to a pitch being thrown. Outfielders must be at least ten feet (10') behind the base path prior to a pitch being thrown.
- D. The Player serving in the role of pitcher must have one foot within the pitching circle.
- E. Managers and/or Coaches for the team on defense may take positions on the field to coach the Players and are responsible for calling the outs on the field (acting as the Umpire). If a Manager or Coach is hit by the ball, the play is considered dead. In this instance, the batter may only advance one base.

**APPENDIX B: 8U DIVISION SUPPLEMENTARY GROUND RULES**

- A. No more than ten (10) Players are used on defense (six on the infield and four in the outfield). There is open substitution on defense throughout each game with all batters batting. No Player will sit consecutive innings.
- B. There shall be no infield fly rule or dropped third strike rule.
- C. Stealing is limited to one (1) base per pitch, and home plate is closed. Runners may take their lead after the ball has left the pitcher's hand. In the instance that an attempt is made from third to steal home on a pitch: a runner who reaches home safely is returned to third base; a runner is put out during the attempt is considered out.
- D. An illegal pitch shall not be called as it is to be considered a no-pitch. The Umpire may inform the pitcher of the error in the pitching form and consult with the Coach as needed for training purposes.
- E. There will be no base-on-balls. If the pitcher has thrown four (4) balls to a batter or batter is hit by a pitch, the Manager or a Coach will come in and throw one (1) strike using a maximum of three (3) pitches. The adult pitcher must pitch from the pitching plate. At-bats cannot end on a foul ball that is not caught; if a Player hits a foul ball on their third pitch from a Manager or Coach, they will receive another pitch, and this would continue as long as they hit foul balls.
- F. For any ball hit into play off of a pitch from a Manager or Coach, the batter is allowed a maximum of one base and all base runners are allowed a maximum of two bases, even in the event of an overthrow.
- G. When a ball is pitched by a Manager or Coach, the pitcher from the opposing team must remain behind the pitching plate with one foot inside the circle until the ball is hit. If the opposing pitcher moves in front of the pitching plate before the ball is hit, a "dead ball" play is called and the batter returns to the plate. If a batted ball strikes the Manager or Coach who threw the pitch, a "dead ball" is called and the batter returns to the plate. The dead-ball pitch does not count toward the pitch count.
- H. Batters may not bunt on any pitch thrown by a Manager or Coach.
- I. Up to two (2) Managers and Coaches for the defensive team (not including a Manager or Coach who is pitching) will be allowed on the field and in the outfield only.
- J. In the event that a runner on first (1st) base attempts to steal and the catcher overthrows the ball to second (2nd) base, the runner must stop at second (2<sup>nd</sup>) base. Other runners may advance at their own risk, except for a runner on third (3<sup>rd</sup>).
- K. Home plate is closed.

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